PlayStation
The Adventures Of
Lomax
PlayStation 2
KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB
SCUS-94906
PSYGNOSIS

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in theses individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness. disorientation, any involuntary movement, or convulsions - IMMEDIATELLY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStattion game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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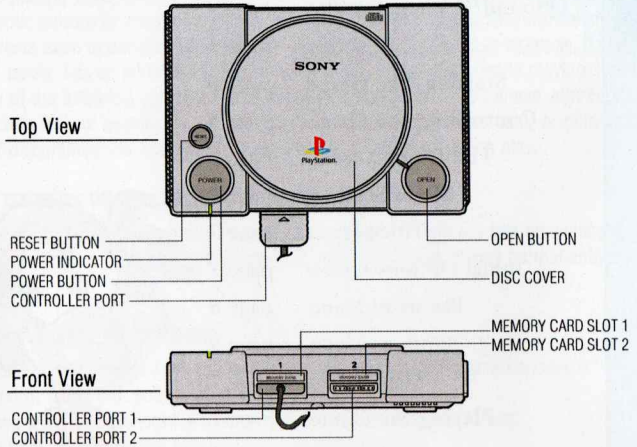
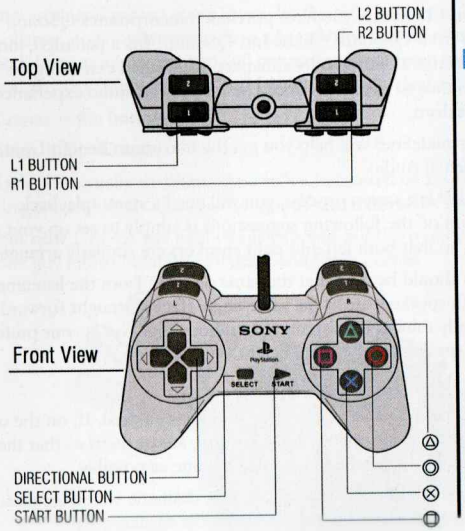
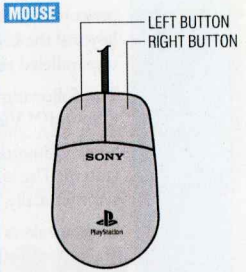
CONSOLE



Set up your PlayStation™ game console according to the instruction in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert The Adventures of Lomax disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start the game.

CONTROLLER





QSOUND™ VIRTUAL AUDIO

Guide to optimal listening

Congratulations! LOMAX you have purchased incorporates QSound™ Virtual Audio from QSound™ Labs Inc. QSound™ is a patented, innovative process that creates a dramatically enhanced soundfield extending far beyond the bounds of regular stereo. The result is an audio experience of unparalleled realism.

The following guidelines will help you get the maximum benefit from QSound™ Virtual Audio.

Since QSound™ is a stereo process, you will need a stereo playback system. The aim of the following suggestions is simply to set up your system symmetrically, so that both left and right speakers are similarly arranged.

Both speakers should be placed at the same distance from the listening position. Make sure both speakers are at the same angle (facing straight forward or turned slightly toward the listening position; whichever is your preference). Arrange both speakers at the same height.

Your speakers should not be too far apart.

If your system has a balance control, be sure it is centered. If, on the other hand, each speaker has its own volume control, adjust them so that the speakers are as closely matched in relative volume as possible.

Although enhancement can be heard off axis, dramatic sound localization will be heard when you are centered between the speakers. By taking a little time to set up your system properly, you will maximize your enjoyment of the QSound™ audio enhancement built into LOMAX.

QSound™ Labs, Inc. Calgary AB, Canada 403.291.2492

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INTRO

Lomax is tough. Lomax is cool. He rescues damsels in distress and leaps yawning chasms in a single bound. He gets up at dawn and parties hard, then he breakfasts on raw steak and parties some more. By the time he gets to bed he's saved empires from collapse, gone over waterfalls in a barrel, drunk hole rivers dry, fought with monsters and dragons and tigers and still remembered to brush his teeth. Lomax could fight you any day. With one arm tied behind his back. And a bag on his head.

Lomax is the business!

Yeah, in his dreams.

He's not actually that hard. And he's a bit scared of heights. And as for monsters and dragons and tigers...just he thought of them turns his stomach.

But now Evil Ed has nabbed his pals and put them under his evil spell. There's only one guy left to breal his evil grip. And that's Lomax.

Map Screen

The Map Screen shows Lomax's progress on his mission to reach Evil Ed and defeat him. You will be returned to this screen each time you have completed a level.

Continue

Press the START button to continue the game. If this is the first time you have played Lomax you will be taken to the start. Otherwise, you'll be taken to your current level.

Password

If you have been returned to the Map Screen after having completed a level, a password will also be displayed. It will be made up of 8 characters corresponding to the ⊗, ○, □ and △ buttons on the Controller.

Note the password down - entering it on the Password menu will allow you to return to the point you have reached in the future.

PLAYING THE GAME

The Control Summary can be found at the beginning of the manual for easy reference.

Lives

Lomax begins the game with 3 lives. If he's not wearing a helmet and he is successfully attacked, or if he falls into or onto something that's dangerous to him, he'll lose a life.

Lomax is also allowed 3 'continues'. This means that even when he runs out of lives and the game is over, you can choose to continue with a fresh batch of 3 lives from the beginning of the current level.

When you reach the Continue Screen, you will be given the option to continue if you wish. Use the Left or Right Directional buttons to move Lomax towards 'Yes' or 'No', then use any of the action buttons to make Lomax jump up to the appropriate trap door.

Moving

Walking

Press the Left or Right Directional buttons to make Lomax walk left or right. At certain points in the game, Lomax will be able to move into and out of the screen. When Lomax is at one of these points, press the Up Directional button to move into the screen. Press the Down Directional button to move out of the screen.

Running

Press the Left or Right Directional buttons together with the R1 button to make Lomax run left or right.

Crouching

Press the Down Directional button to make Lomax crouch down.

Jumping

Press the ⊗ button to make Lomax jump up in the air. Lomax will jump left or right if he's moving at the same time as he jumps. He will jump even further if he's running at the time.

Collecting Objects And Abilities

As Lomax explores the land, he'll have the chance to pick up various objects and abilities on the way. These are often hidden in pots which Lomax can break by doing a Spin Attack on top of them or by throwing a helmet at them. Successfully attacking an enemy will sometimes reveal a coin which Lomax can collect.

Coins

Coins can be collected by running through them. When 100 coins have been accumulated, Lomax gains an extra life. The coin counter will then begin counting again from zero.

Abilities

Abilities are represented by small icons. When an ability has been picked up by running through the icon, it will become available on the Ability Selection Menu. This menu can be accessed at any time during the game by pressing the SELECT button on the Controller. Refer to the section headed Ability Selection Menu for instructions on how to use this menu and to find out what all the available abilities are.

Attacking Enemies

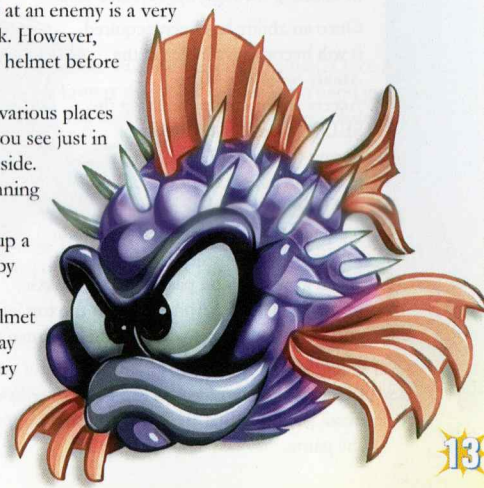
Most of Lomax's enemies will be Hench Lemmings. These used to be normal, well-balanced Lemmings but they've been possessed by Evil Ed's evil spell. They're out to get Lomax so they can perform no end of mischief on him before he even reaches Evil Ed. However, a successful Spin Attack or thrown helmet will free the imprisoned Lemming from the spell.

Spin Attack

This is Lomax's standard attack movement. Press the ⊗ button twice to make Loma spin. He will spin after the second button press. The Spin Attack can be used to attack enemies as well as destroying certain other elements such as clay pots.

Magic Helmet Attacks

Throwing a magic helmet at an enemy is a very effective method of attack. However, Lomax will have to find a helmet before he can use one.
Helmets can be found in various places - try and break each pot you see just in case there's one hidden inside.
Pick up the helmet by running or walking through it.
Once Lomax has picked up a helmet, it can be thrown by pressing the ◎ button.
Of course, it's a magic helmet so it will always find its way back to Lomax's head every time it's thrown.

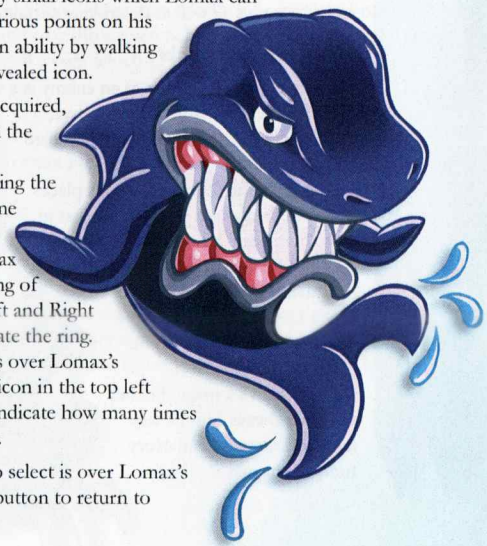


If Lomax is wearing a helmet and manages to pick up another one, the spare helmet will be displayed in the Bonus/Helmet Window at the top of the screen. This spare helmet can be brought down onto Lomax's head at any time by pressing the Ⓐ button.

Helmets also give Lomax a degree of protection. If he's wearing one when he's successfully attacked, he will lose the helmet but he won't lose a life. If there is a spare helmet in the Bonus/Helmet Window when Lomax is hit, it will automatically drop down onto his head.

Ability Selection Menu

Abilities are represented by small icons which Lomax can discover and pick up at various points on his journey. Lomax acquires an ability by walking or running through the revealed icon.



Once an ability has been acquired, it will become available on the Ability Selection Menu. Access this menu by pressing the SELECT button at any time during the game. The game will pause, and Lomax will be surrounded by a ring of 6 ability icons. Use the Left and Right Directional buttons to rotate the ring. As an available icon passes over Lomax's head, the Selected Ability icon in the top left corner of the screen will indicate how many times Lomax can use that ability.

Once the icon you want to select is over Lomax's head, press the SELECT button to return to the game.

To make Lomax use the ability, press the ⓡ button during the game. The Selected Ability icon in the top left corner shows how many times the ability can be used. Each time it is used, this number will be reduced by 1. When the ability is unavailable, this icon will become transparent.

Digging Icon

Gives Lomax the ability to dig horizontally through certain obstacles. Each time you press the ⓡ button, Lomax will cycle his arms once.

Building Icon

Gives Lomax the ability to build a bridge. Each time you press the ⓡ button, Lomax will place a small platform in front of him onto which he can jump. The platform will float in the air for approximately 10 seconds before falling to the ground and breaking.

Bomb Helmet Icon

Before this ability can be used, Lomax must be wearing a helmet. Once it's selected, pressing the ⓡ button will make Lomax throw his helmet like a hand grenade. It will drop onto the floor and explode. Of course, if Lomax strays too close to the explosion, he could be hurt too...

Flaming Helmet Icon

Before this ability can be used, Lomax must be wearing a helmet. Once it's selected, pressing the ⓡ button will make Lomax throw his flaming helmet. It will travel much further than normal and takes out more enemies than the plain old helmet can.

Hover Helmet Icon

Before this ability can be used, Lomax must be wearing a helmet. Once it's selected, press the ⊗ button to make Lomax jump into the air then press the ⓡ button and keep it held. The Hover Helmet will not keep Lomax airborne forever, but you can steer him using the Directional buttons. Let go of the ⓡ button to drop to the ground.

Grab Helmet Icon

Before this ability can be used, Lomax must be wearing a helmet. Once it's selected, pressing the ◻ button will make the red feather on Lomax's helmet shoot out and attach itself to a suitable surface such as a hovering platform or a black pole. This will pull Lomax towards it. Very handy for getting across gaps which are too wide to jump.

Running On Barrels

Sometimes, Lomax will be able to jump onto a barrel and roll it left or right by running on it. This is particularly handy for getting across water. Make Lomax jump onto the middle of the barrel, then press the Left Directional button to run left (moving the barrel to the right), or press the Right Directional button to run right (moving the barrel to the left).

Spring Loaded Platforms

Look out for spring loaded platforms around the place. If Lomax jumps onto one, he'll find that he can bounce even higher. There are also a few points in the game where the spring loaded platforms catapult Lomax into or out of the screen. And you never know how useful that might be!

Climbing Ropes

Lomax is able to grab hold of ropes and climb up or down them - all it takes is a bit of practice. When you see a dangling rope, make Lomax jump towards it. He'll grab hold and hang there waiting for further instructions. Use the Up and Down Directional buttons to climb up and down the rope. Use the X button to jump off the rope. If Lomax has a helmet, he can still throw it while hanging from the rope by pressing the O button as normal.

Rope Barriers

Dotted around each level are a number of small rope barriers. Each time Lomax loses a life, he will restart his next life at the last barrier he ran through.

Of course, if he loses ALL his lives, the game is over.

Wise Old Lorock's Hat

Occasionally, you will see a sparkling magic wizard's hat hanging in the air. This belongs to Wise Old Lorock, an ancient hermit with a maze-like mind crammed full of useful advice. Get Lomax to jump up and touch the hat -he'll be rewarded with some priceless advice from Wise Old Lorock himself. After you've read the message, just move Lomax in any direction to return to the game.

Falling Into Water

Water is dangerous as Lomax can't swim. However, if he lands in water and you quickly press the X button, he will leap back up in the air. You never know, he might be able to jump to safety. Unfortunately, if he lands back in the water, he will lose a life.

Reaching the Bonus Level

Free as many Hench Lemmings from Evil Ed's spell as you can. Each time you rescue 50 Lemmings, the word 'Bonus' will appear in the Bonus/Helmet Window at the top of the screen and you'll be allowed to enter a bonus level once the current section is complete.

Playing the Bonus Level

Bonus levels are stuffed full of coins for Lomax to collect. However, his visit will be subject to a time limit. Lomax can do everything in a bonus level that he can do in a normal level.

CREDITS

Programmer	*Erwin Kloibhofer*
Graphic Artist	*Henk Nieborg*
Editor Programming	*Erwin Kloibhofer*
Level Design	*Henk Nieborg*
Producer	*Greg Duddle*
Music and Sound Design	*Phil Morris*
Music Composed and Produced by	*PC Music Ltd.*
Mixed in Dolby Surround by	*Steve Cowell and Keith Leary at Pearl Studios, Liverpool*
Speech and Sound Effects	*PC Music Ltd.*
Sound Driver Software	*Andrew Crowley*
Product Manager	*David Dyett - UK*
	Laura McLeod - US
Manual and Packaging Design	*Anthony Roberts*
Packaging Illustration	*Tim Beaumont*
Manual Editor	*Damon Fairclough*
Technical Assittance	*Craig Duddle*
Public Relations	*Mark Day - US*
	Dana Oertell - US
Games Testing	*Jenny Newby*
	Stephen Allen
	Ray Livingston
	Alan McArdle
	Jeff Bird
	Tracey Tweedle
Licencing	*Maggie Goodwin*
	Ian Grieve
	Suzanne McGlynn
Special Thanks to	*Lomax and Evil Ed*
	Andrew Brechin
	Steve & Jamie Riding

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Within Canada: **1-900-415-5757**
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For US callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated Support is available 24 hours a day. 7 days a week.

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